IF YOUR VS. SYSTEMS ARE ACTING SLUGGISH, CALL IN A SPECIALIST!

NEW

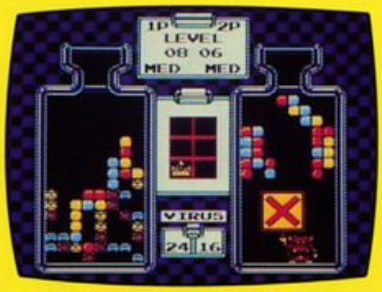
Introducing VS.

Dr. MARIO

He's got the remedy for your VS. System.

Dr. Mario—with germs that are fun to catch.

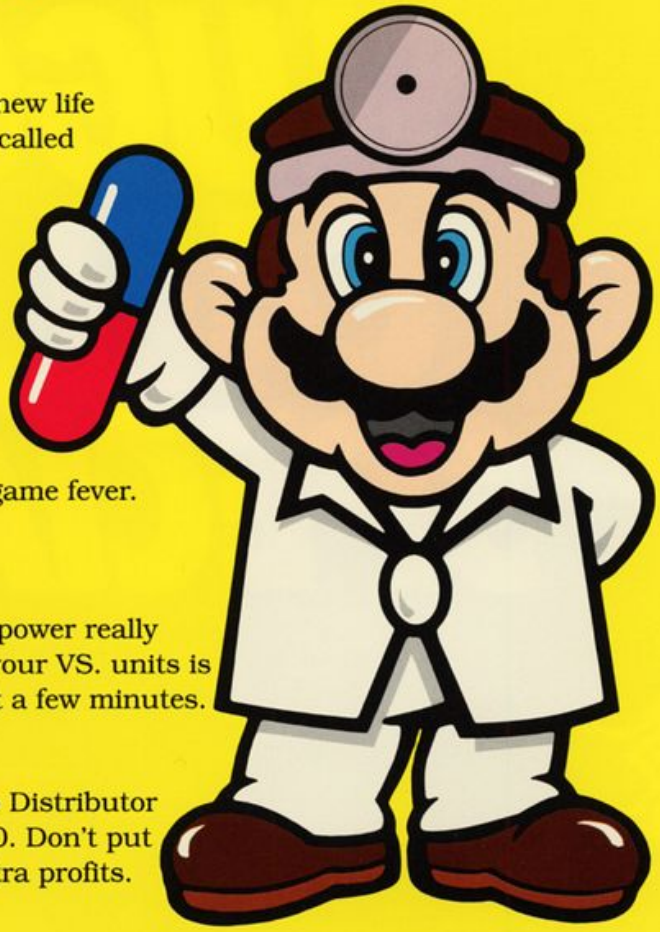
When all the viruses are destroyed, Dr. Mario advances to a more challenging round.



Players compete to match colors on the vitamin capsules as they fall.

Nintendo has just the prescription to pump new life into your VS. systems—a brand new release called Dr. Mario.™

The object is to help Dr. Mario destroy a nasty bunch of viruses by lining up appropriate combinations of vitamins. It's great fun for both one or two players. The action is intense as opponents choose their own level of skill. And you can be sure that players all over the country will be lining up to give it a try. So you'll be riding high on the first surge of game fever.



Rarely does a low-powered game provide such high-powered excitement.

Dr. Mario is such a great game concept that power really isn't an issue. And installing Dr. Mario into your VS. units is the easiest yet—you can do it yourself in just a few minutes.

Give your earnings a shot in the arm.

Operators, contact your authorized Nintendo Distributor or Nintendo of America Inc. at 206/882-2040. Don't put it off. Because early treatment can mean extra profits. Call in Dr. Mario before it's too late.

Nintendo®

Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957, 206/882-2040, 1-800-633-3236, Fax: 206/882-3585
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VS. Dr. MARIO™

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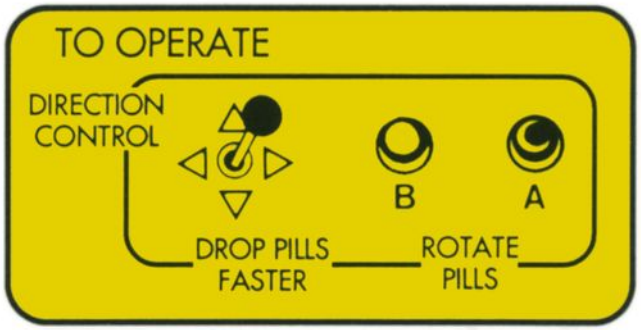

HOW TO PLAY

- Help Dr. Mario clear the bottle of all the destructive viruses.
- Line up four (4) alike colors vertically or horizontally to eliminate that row.
- Only pills with the same color as the virus can destroy that virus.
- At the start of the game, use the joystick to change the speed, level of difficulty and music type.
- The game is over when the pills get to the top of the bottle.
- Two (2) players can compete to clear a bottle of viruses first. Clearing more than four (4) alike colors at a time will cause additional pill parts to fall into the other players bottle. Winner of two player game receives a bonus credit!

Nintendo®

FOR SERVICE CALL: 1-800-633-3236

VS.- PAK®

INSTALLATION MANUAL

For: VS.UniSystem™, VS.DualSystem™, and VS.Table

INSTALLATION INSTRUCTIONS

1 • CONTENTS OF PAK

- ❑ 1 VS. Dr.Mario™ Expansion PCB
- ❑ 1 Nameplate overlay
- ❑ 1 Instruction label (Table)
- ❑ 1 DIP switch / Factory recommended settings sheet
- ❑ 1 Authorization label
- ❑ 1 Installation Manual

2 • INTRODUCTION

This VS.-Pak contains the parts to change any VS.UniSystem, VS.DualSystem or VS.Table game. Please be sure to save your PPU ROM kit and any literature from the VS. game that you are converting so you can change back to that game in the future if you so desire. By doing this, you will be able to continue to build your library of games for your VS. systems.

3 • TOOLS NEEDED

- Small FLATHEAD screwdriver
- Medium PHILLIPS head screwdriver
- Staple gun
- 9/32"(7mm) socket drive or adjustable wrench (for Table only)

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4 • INSTALLATION IN VS. UPRIGHT CABINETS

A. Prepare a plexiglass header for the new *nameplate overlay* by either removing the old header and overlay from the cabinet or cutting a new piece of plexiglass.

NOTE: If you are cutting plexiglass for a new header, the maximum size of the *nameplate overlay* is 5 - 3/4" tall by 24 - 1/4" long.

To remove the old header, remove the four (4) top trim screws and top trim. (For the Dual cabinet it is necessary to also remove one (1) additional screw and slightly pull away the plastic center piece.) Then slide the old header up and out of the game.
(See Fig. 1 and 2)

B. Cut the *nameplate overlay* to fit the header you are using, being careful not to remove any part of the instructions or game name.

C. Adhere the *authorization label* to the new *nameplate overlay* in a location that will not cover any part of the instructions or game name.

D. Using *SCOTCH* brand (clear) tape (not provided), tape the new *nameplate overlay* to the back of the header.

E. Replace the new header and top trim. Replace and tighten the top trim screws. (On the Dual cabinet, make sure that the header fits back under the plastic center piece before replacing the screws.)
(See Fig. 1 and 2)

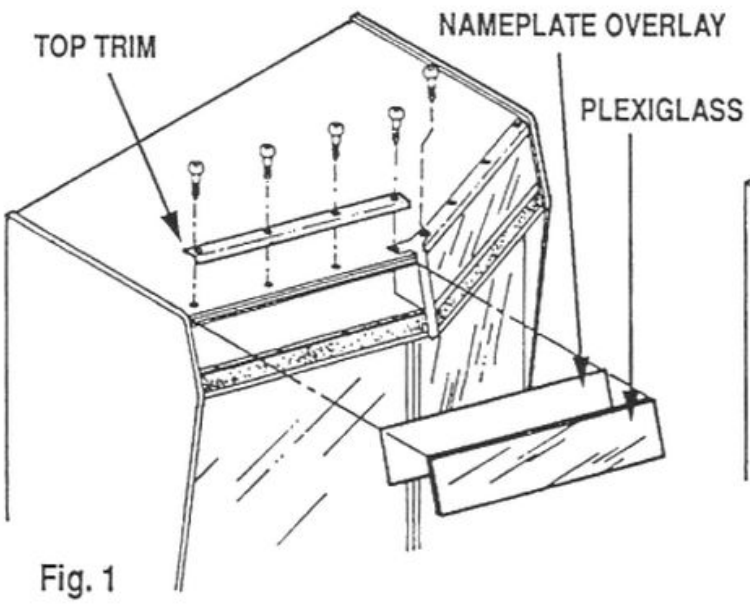

Fig. 1

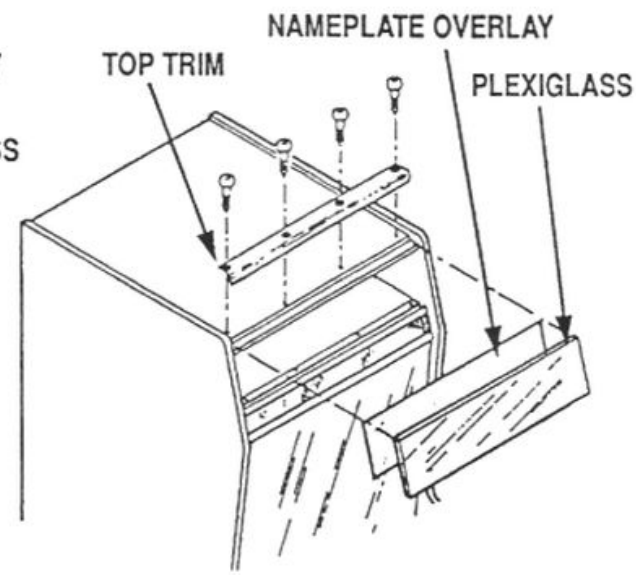

Fig. 2

F. Remove the back door and staple the *DIP switch / Factory recommended settings* sheet next to the old label.

NOTE: Do not remove the old label.

(See Fig. 3)

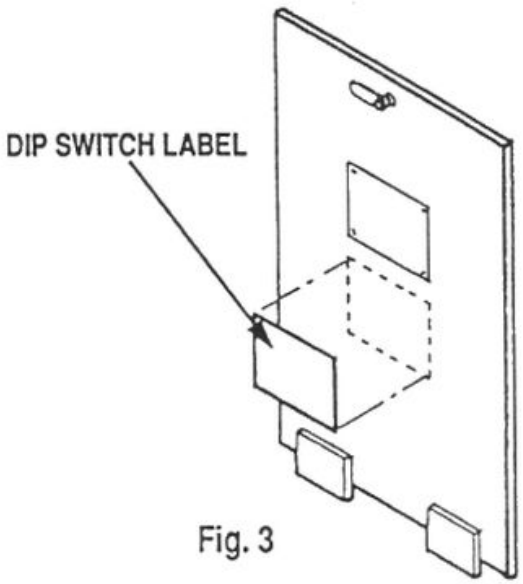

Fig. 3

5 • INSTALLATION IN VS. TABLE

A. Unlock and open the table lid. Remove the four (4) 9/32" nuts holding the plexiglass instruction label cover.

B. Remove the plexiglass cover and carefully remove the old instruction label and save for future use.

C. Remove the paper backing strip on the new *instruction label* and install.

D. Replace plexiglass cover and four (4) nuts.

NOTE: Do not over tighten the nuts or you may damage the plexiglass.

(See Fig. 4)

E. Adhere the *authorization label* to the side of the table just under the FCC label. Do not cover up any old labels.
(See Fig. 5)

F. Tape the *DIP switch / Factory recommended settings* sheet onto any unused surface inside the table housing. (Remove and save the old label if necessary.

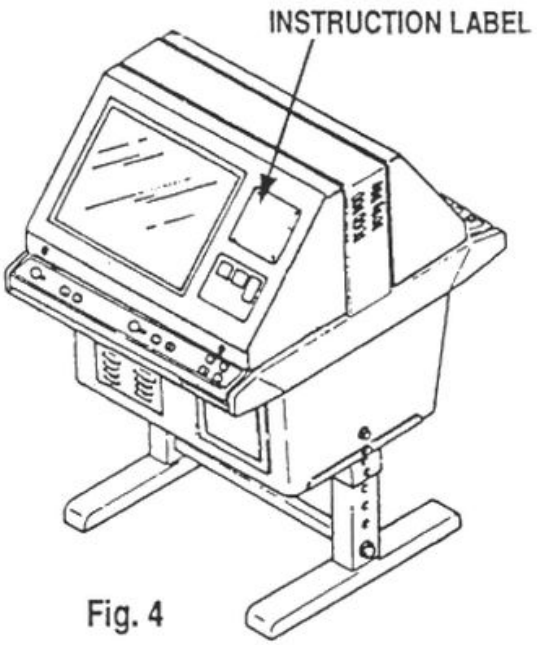

Fig. 4

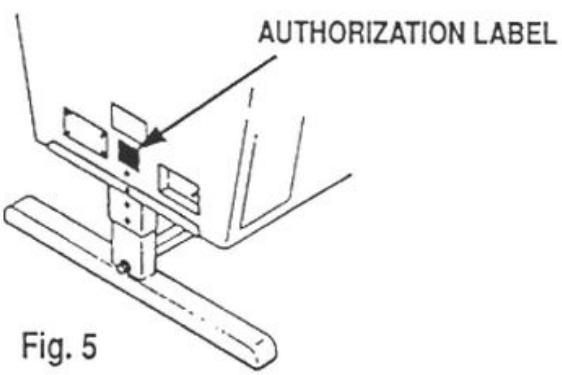

Fig. 5

6 • *UPRIGHT / TABLE SOFTWARE INSTALLATION*

A. For **two monitor systems**, if VS. Dr.Mario is to be installed in the main (LEFT) side of the cabinet, then remove the existing PPU and CPU chips (2A03), in locations 2F and 2J on the CPU PCB, and remove EPROMS in locations 1A, 1B, 1C, 1D, 2A, and 2B.

For installation in the sub (RIGHT) side, use locations 8F and 8J, and EPROMS in locations 6A, 6B, 6C, 6D, 8A, and 8B.

B. Insert the *VS. Dr.Mario Expansion PCB* into the two (2) bare 40-Pin DIP IC sockets on the CPU PCB. Locations 2F and 2J for the main (LEFT) side or 8F and 8J for the sub (RIGHT) side.

CAUTION: Be sure to insert the Expansion PCB with the chips loaded in the same direction as the other IC's on the CPU PCB. Inserting the Expansion PCB backwards may cause damage to both the CPU PCB and the Expansion PCB.

Insert the *VS. Dr.Mario Expansion PCB* firmly into the IC sockets to prevent failure and carefully check all 40-Pins for proper connections.

C. Insert CPU chip 2A03 into the 40-Pin DIP IC socket, location U2 on the Expansion PCB, with the chips loaded in the same direction as the other IC's on the Expansion PCB.

D. For **one monitor systems**, VS. Dr.Mario must use locations 8F and 8J, sub side of the CPU PCB.
(See Fig. 6)

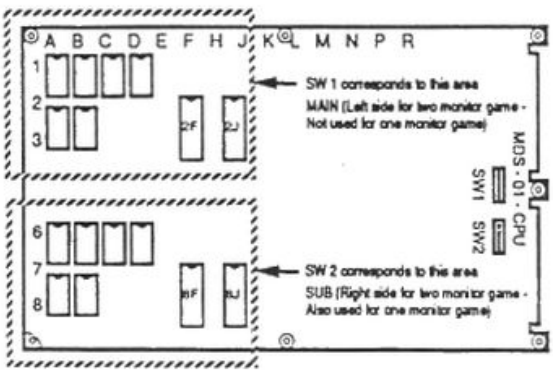
A B C D E F H J K L M N P R
1
2
3
6
7
8
SW 1 corresponds to this area
MAIN (Left side for two monitor game - Not used for one monitor game)
SW 2 corresponds to this area
SUB (Right side for two monitor game - Also used for one monitor game)
SW1
SW2
MDS-10-CPU

Fig. 6

7 • *FACTORY RECOMMENDED DIP SWITCH SETTINGS*

Check and change the DIP switch settings on the CPU PCB so that they match the *DIP switch / Factory recommended settings* sheet.

8 • *FINAL CHECK LIST*

- ☐ FCC door installed correctly
- ☐ *Nameplate overlay* installed correctly and on the correct side
- ☐ DIP switches set correctly (See the *DIP switch / Factory recommended settings* sheet for VS. Dr.Mario)
- ☐ All play buttons and joysticks function correctly
- ☐ Color on monitor looks good, monitor and front screen glass are clean (On the one player game, the "VIRUSES" in the lower left corner of the screen should appear RED, YELLOW and BLUE. The background behind the pill bottle should be black)
- ☐ The coin acceptors give credit

DIP SWITCH / FACTORY RECOMMENDED SETTINGS

Vs. Dr. Mario

		Switch SW1 (SW2)								
		1	2	3	4	5	6	7	8	
Increase drop rate	10	On	On							* * *
after x pills	9	Off	On							
	8	On	Off							
	7	Off	Off							
Default Virus Level	7			On	On					
	5			Off	On					
	3			On	Off					* * *
	1			Off	Off					
Drop rate speed up	Fastest					On	On			
	Fast					Off	On			
	Med					On	Off			
	Slow					Off	Off			* * *
Free Play	Yes							On		
	No							Off		* * *
Attract Mode Music	On								On	* * *
	Off								Off	

* * * Recommended DIP switch settings

Please Note - As players gain skill it is wise to increase the difficulty settings in order to realize the greatest returns. Please use the following guide when adjusting the difficulty.

Increase drop rate	Decrease this number in order to speed up games which seem to "last all day"
Default Virus Level	Increase this number to give players a greater challenge when they begin play by increasing the number of viruses to be eliminated
Drop rate speed up	Increase this setting in order to challenge only the best players by increasing the speed at which the pills will fall